

## Minds-ON

**TO BEGIN PLEASE ORDER YOURSELVES IN A LINE ACCORDING TO YOUR AGE... SOUND EASY** 😊

You are not allowed to talk and you must find other strategies for communicating the info between each other



Jul 7-22:04

Communication skills are vital for both high school and life beyond.



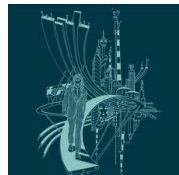
**Math is also important for everyday life.**

- Please take 2 minutes to think about as many jobs as you can that require math
  - Then share your ideas with a partner for 2 minutes
- BE PREPARED TO SHARE SOME EXAMPLES WITH THE CLASS**



Jul 7-22:32

## Career Examples



Jul 7-22:46

What is an integer?

ALL Positive or negative numbers, except zero.

What are some strategies/tools/tricks you can use to help you add or subtract integers?

- Number line
- $++ = +, ++ = +, +- = -$  e.g.
- $2 - 1 = 3, ++ = 11, 3 - 6 = -3$

What is BEDMAS used for in math?

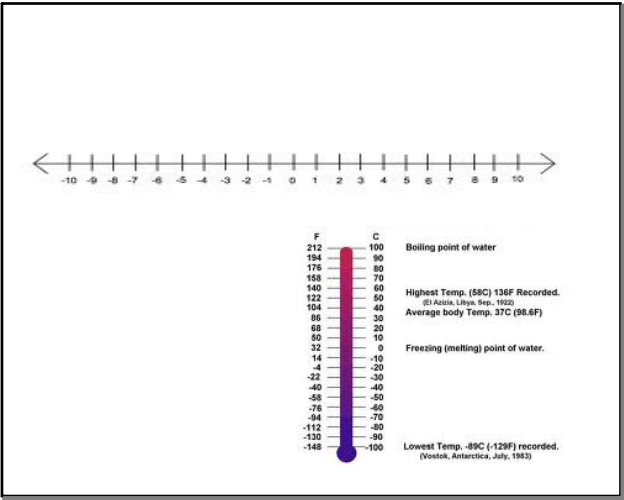
BEDMAS is a rule for deciding what order to do calculations in.

How will you remember this order?

**Big Elephants Destroy Mice And Snails**  
(Brackets, Exponents, Divide, Multiply, Add, Subtract)



Jul 7-23:01



Jul 8-20:52

### Tips for dealing with Integers

**STEP ONE:** Simplify the Problem. We multiply using the rule:

(+)(+)	Becomes	+
(-)(-)	Becomes	+
(+)(-)	Becomes	(-)
(-)(+)	Becomes	(-)

**STEP TWO:** Add/Subtract Add if the signs are the same & subtract if they are different

**STEP THREE:** Use the Sign of the "Bigger" Number.

$-2 + 3$  Here 3 is the "bigger" number and is positive so our answer is positive. 1

$6 + 7$  Here 7 is the "bigger" number and is positive so our answer is positive. 13

$-9 - 8$  Here 9 is the "bigger" number and is negative so our answer is negative. -17

$+10 - 13$  Here 13 is the "bigger" number and is negative so our answer is negative. -3

Jan 31-9:51 AM

### Your Turn to Practice

Maths is no different to many things in life. The most important thing when doing maths is to practice. If you are doing the practice questions through this course, you will get better.



Jan 31-9:59 AM